



Volume V, #31

BORIS THE SPIDER

A Journal of Duplicitous Doings, Raw
Power, and Naked Greed

"Oh, what a tangled web we weave
When first we practice to deceive."

---Sir Walter Scott---



13 Jul 97

AVALONCON BOUND!

Well, I got me one roommate, born again Boriser Paul Saunders, and perhaps another. Could use maybe one or two more. Anyone interested?

CIRCUS MAXIMUS starts this time with the players commanding one chariot apiece. I've come up with a novel approach to fill out the field and allow late comers in. See p 6.

BALKAN WARS will be our next game as we have the requisite six signed up--Brad Wilson, Kevin Wilson, Ron Fisher, Phil McCabe, Pitt Crandlemire, and Marcel Carbonneau are raring to go. Need country preferences from these worthies to start things off next issue. Include your "choice" builds for Albania, Bulgaria, and Greece.

Kevin Wilson has volunteered to run the next HOTW game which is due to start once "Achilleus" finishes--probably three or four months. Those interested should contact him directly (p 19 for address and e-address).

As mentioned last time, the AREA code here in NW Florida is changing from 904 to 850. Y'all may want to change your address books.

STANDBY ALERT: We have possible openings for the following positions:

Boris XI Germany, Russia, Turkey

Interested parties should send in orders for all three. Any replacements will be drawn at random from the orders offered.

BORIS'S BULLETIN BOARD

THOUGHT FOR THE MONTH: The Golden Rule of Homebrewing: "Relax. Don't worry. Have a homebrew."
--Charlie Papazian

DIPCON XXX will be held in Seattle, WA on 22-24 Aug 97. Contact Bus Eddy, 7500 - 212th St SW, Suite 207, Edmonds, WA 98029, (425) 778-7127, busaddy@aol.com for details. SASE would be appreciated.

Pontevodra has resumed publication under the direction of Conrad von Metzke (address on p 19). Sub is \$5 for 10 issues. This is the place to find out in what 'game your favorite game is playing.

BOOS & KNOOS

This month's Madame Boldue Press Excellence Award (and free issue) goes to Rose Shacklett for Lord Richard's will in DWIK.

This month's Ma Nar Super Sunday Bomb is lobbed at the three *Q's in *Pork's XI!

PERSONAL COMMUNICATIONS HERE (MAYBE):

DEADLINE FOR MOST GAMES 10 NOON (CDT) 9 AUG 97



Fall 1908

1996G

MINAS MOROUL: Germany is taking an uncharacteristically relaxed attitude about dismantling the scattered British. The Turks grind the Italian one-step closer to oblivion while Russia and France just seems to only tread water.

TROOP MOVEMENTS

England retreats F NWY to BAR. Germany retreats A WAR to PRU.

ENG (Fisher): F Bar S A Fin-StP, F Mid-Wes, [A NAF S TUR F Tyn-Tun](neo), A Fin-StP;
 FRA (Deb Osborne): F Tun H, A Par S A Bre, A Bre-Par, A Par H, F Spa(ec) F
 GER (Boyam): F Nwy H, F Eng C A Pic-Lun, A Pru-Sil, [A Tri-Vie], A Vis-Bud, A Sil-Gal, A
 Pic-Lon, F Nth S F Nwy, F Bal-Swe;
 ITA (McCsbe): [F Apu-Ven], [F Rom-Tyn];
 RUS (Anderson): [A Mos-Sev], A War H, F StP(ec)-Bot;
 TUR (York): F Ion-Nap, [F Tyn S F Ion-Nap], F Aeg-Gre, A Ukr-Rum, A Tri S A Ven, F Adr S
 A Ven, [A Ven S A Tri], [A Gal-Vie], F Eas-Ion, [A Arm-Sev].

Orders in brackets [ec]; d = unit destroyed due to lack of valid retreat; imp = impossible;
 neo = unit not so ordered; nep = no such place; neu = no such unit; oth = off the board; otm
 = unit on the move; (u) = unit unordered.

SUPPLY CENTER CHART

ENG: Edt Lpl -Nwy -Bre -StP	(9) Tear 1
FRA: Mar For Spa Par Tun +Bre	(6) Build 1
GER: Ber Kie Mun Sel Den Hol Swe -War Lon +Nwy +Bud	(10) Build 1
ITA: -Nap Rom	(1) Tear 1
RUS: Mos Sev -StP +War	(8) Even
TUR: Ank Con Smy Bul Gre Rum Ser -Bud Tri Vie Ven +Nap	(11) Build 1

Due next time are builds/tears and orders for Spring 1909.

EMBASSY BEAT

GERMANY-FRANCE: Stay out of BUR and PIC and so will I. You'd better get active against our Turkish friend before he's sitting in MAR.

GERMANY-RUSSIA: You can have WAR back. Now be smart and turn against the Turk before he wipes you out and ends the game with a victory. And no more crap about taking another center from me. The Sultan is about to take SEV, not me! Or do you feel you should have BER? If the little yellow blocks swarming across this board don't convince you who to switch allegiance to, you are in deep trouble.

ITALY-All: Oh what a mess I've bound myself in. We refuse to be ground like wheat in a grindstone. We shall survive, and if it's on the winning side, so much the better. Set the fleets to sea!

Somewhere in the Atlantic (intercepted radio message): For Queen and Country, lads, forward to glory, honor and England!

Somewhere in the Barents (ditto): Cor! It's bleedin' sold out here!

--"Boris XI" (continued from p 3)

Spad's peppermint special myself, especially if you get a corner piece and the Italian should worry about the Turkish commerce raiders with the Turks bath exports. I've heard they might do naughty and nasty things to people in their prisons and so I would like to get the Russian to head south and get a Turkish bath and then he will really be washed up!

The King choked, "Do I actually pay you for this information?"

"Oh, yes! With lots of DING DONGS included."

The King mumbled, "It figures." Then commanded, "Minister, you are excused."

"See you later, your Kingship!" as he left the throne room as giddy as ever.

The King went to his aides and gave an order: Cut down on the minister's sugar

level.

PARIS-BERLIN = Give me BEL and we'll talk.

PARIS-ROME: Change of plans in SPA.



THREE NMR! A Question of Semantics?

XL

Fall 1902

1997D

NOTE: We had a Rules Interpretation question concerning last month's orders. Here is the situation: AUS: A Bud-Vie; ITA: A Tri S RUS: A Bud-Vie; RUS: A Vie S A War-Gal. The question is does the Italian order support the nonexistent Russian A BUD or does it support the very real A BUD (which happens to be Austrian)? The Rulebook would suggest the former, as Rule IX.2 states in part "The letter 'S' may be used to mean supports. Thus A Tyr-Mun, A Bur S A Tyr-Mun, or for units of another country, A Sd S RUSSIAN A War-Pru." However, some DIP adjudication programs don't allow one to specify the nationality of the unit being supported, allowing the latter interpretation. At the DIP Tournament at AvalonCon III, they weren't even fussy about what type of unit was supported ("you're supporting the space, not the unit"). I'm going to go with the Rulebook on this one, but invite commentary and opinion, especially from the other GIs out there.

MIRKWOOD: What plague can this be that has swept the East of the board rendering all in its thrall incapable of sending a cable? Austria and a grateful West have taken that opportunity to regain ground from the formerly frenzied Eastern hordes, but is there a cure? If not, who will be its next victims?

TROOP MOVEMENTS

Russia is NMR, no GM retreats F SWs obb.

AUSTRIA (Boyum): A Ser-Bul, (A Bud-Vie), F Gre S A Ser-Bul.

ENGLAND (Anderson): A Swe S F Nwy, F Nwy S A Swe, F Sks S A Swe, F Nth S F Nwy.

FRANCE (Martinson): A Gas-Bre, A Bur S A Pin-Bel, F Mid-Eng, A Pin-Bel, A Per S A Bur.

GERMANY (Gunar): NMR, A Den H(u), A Mun H(u), IF Bel H(u), A Hol H(u), A Bon H(u).

ITALY (Wilson): F Tun S F Ion, A Ven S A Tri, (A Tri S RUS A Gal-Bud(nso), F Ion S TUR F

Aeg-Gre(nso), F Tyn S F Ion.

RUSSIA (Gorham): NMR, A Pin H(u), A Vie H(u), F Rum H(u), A Sp H(u), A Ser H(u), A Os

H(u).

TURKEY (Gorham): NMR, A Ank H(u), (A Bul H(u), r??), F Ang H(u), F Eas H(u).

Orders in brackets fail: d = unit destroyed due to lack of valid retreat; imp = impossible; nso = unit not so ordered; nsp = no such place; nss = no such unit; obb = off the board; ota = unit on the move; (u) = unit unordered. Turkish A BUL must retreat ota or to CON.

SUPPLY CENTER CHART

AUS: Bud Gre Ser + Bul

ENG: Edi Lon Lpl Nwy + Swe

FRA: Bre Mar Per Por Spa + Bel

GER: Ser Kle Mun - Bel Den

ITA: Nap Rom Ven Tri Tun

RUS: Mos Ser StP War Rum - Swe Vie

TUR: Ank Con Smy - Bul

(4) Build 1

(5) Build 1

(6) Build 1

(5) Even

(5) Even

(6) Even

(5) Tear 1*

1 But EVEN if A BUL retreats ota.

Due next time are retreat, builds/tears and orders for Spring 1905

EMBASSY BEA'

AUSTRIA-FRANCE = Here, Parisier, kindly stuff yourself.

FRANCE-GERMANY & ENGLAND = I'll take on the both of you if I have to.

LONDON: The King was anxious about the buildup of the Russian forces in the north and said, "Call the minister in." The minister was giddy as he walked in. The King said, "I am worried about the Russian bear in the north and what is this report about the Italian naval buildup -- Italian likes dreadnoughts?"

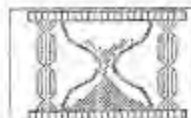
"Well, I am glad you asked me Your Highness! I figured it out for you!"

"Thank goodness, so tell," he asked.

The minister went on, "Well, since the Russians and us are so near the North Pole, I have sent an expedition to find SANTA CLAWS. Then that means that mean Russian bear won't even get any Christmas gifts. I won't even give him a RAGE pack in his stocking. Then that will really teach him a lesson! I mean I've been such a good minister all year. I at least expect a gift from SANTA. I heard even reports that those mean Russians have knocked down our snowmen and snowwomen. It's awful. How barbaric. Definitely, NO CHRISTMAS CARD to them.

"As to the Italian asking dreadnoughts, they must be into heavy metal! I like

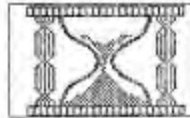
--continued on p 2



ACHILLES

EPOCH VII

1998-1999 A.D.



Age 4-12

Don Ferrom
Debbie Oelarsen
Paul Zieske

Fed
Amure
Purple

Kevin Wilson
John Bryden
Dave Anderson

Green
Black
Orange

We will play with colored monuments: Fortresses, Persistence of Culture, US Navy (may play 1E in either Atl or Sea as well as Car), and Epoch VIII.

THE BOARD:

Atl: Alb(9, AM), Car, EAn; AIV: Cey, EDe(C,AM), Sum; AV: Sea, Sha(PM), Sib(2);

AVI: Bra, Can, NAn(c), Pat, SAt, SAn, Wb(C,AM, Science), Win.

BIII: Gol(c,f), WGs; BIV: Irr, WSt, BV: CEu(C), CMs, Dal, NAp, NGs(c,AM)

Sap(PM); BVI: App, CAm(c), Dec, GLs, GP, Mex(c), PSB, Pyr(C).

GI: CAt, EAt; GIV: Lib, NII(AM), Nub(GM), Pal; GV: WDe.

GIV: Dan, Mal(c,f); OV: Che, GPC(OM), Hol(c,OM), Hon, Man, Mon, Sea(c), Tar(PM).

Wei(GM), Yen, Yel.

PII: Gul, PIII: Cre(2,c,f), Dni(2), Ire(2), Mor, Pin(2,c,f,PM); PIV: Mek(2,C,f), SiK, UN;

PV: MTh(PM); PVI: GaD(RM), GaV(C,PM), Hin, Lin(RM), PPI(OM), PSD(c), Tur(c,OM),

Uin(PM), Zag(BM).

RIV: Bal(S,C,RM), Hig(c,f); RV: Ein; RVI: Lev(AM), UTs(RM), WAn(C,RM)

WH: LTr(2,C,F).

Fleets: AtI(AB), Bls(R), BoB(P), EMS(2R), Ind(A), Nth(P), Red(O), SCS(R), SaJ(O), WMS(A).

Vacant: Ara(C,OM), Aus, EGh(c), Est, Kor, LPh, Mad, NEP, NOu, WGH

SCORE (SP/VP): A(48/118), O(53/181), R(58/138), B(64/140), P(66/178), O(66/114).

EPOCH VII

Azure holds. Green holds. Red holds. Black passes to Purple. Purple passes to Black. Orange has to hold.

RMS/4 (B): Play "Empire Fortified" +1f @ CEu & NAp. Play "Architecture". Play 1A,C @ NEP, 1A @ Dni(3,2;2,6,4;2-2P(II), 5F @ Bls(4,2;4,2,2;3,2;5,6,2;3-3BF,1RF), 1A @ BSB(4,2;5,6,1;8-1BVII,1AV), 1A @ LRn, 1A @ Est, +A @ Mon(5,3;5,5;6,5;6,1,4,3;5,2,5,3;6,2;5,1,2,2-3BVII,1OV). Score: 140 = C(3x2) + c(4) + M(2) = 3(1) = Architecture(1) + 3. Zur(D=4) + N Eur(D=2) + SE Asia(P=2) + Eurasia(D=4) + N Amer(D=5) + SS Afr(P=2) = 280.

MAKING DYNASTY: No one

NETHERLANDS (PH) Play 1A,C @ LRn(1BVIIr-B0B),...

SCORE (SP/VP): A(48+/118+), O(52+/181+), R(58+/138+), B(75/140+), P(74/178+), O(66+/116+).

Due next time will be the rest of Epoch VII. You are _____ Use your Event cards or lose them. We'll review the Epoch VIII rules next time.

THE BOARD:

Atl: Alb(9, AM), Dsu, EAn; AIV: Cey, EDe(C,AM), Sum; AV: Sea, Sha(PM), Sib;

AVI: Bra, Can, NAn(c), Pat, SAt, SAn, Wb(C,AM, Science).

BIII: Gol(c,f), WGs; BIV: Irr, WSt, BV: CEu(C,f), CMs, Dal, NAp(f), NGs(c,AM).

Sap(PM); BVI: App, CAm(c), Dec, GLs, GP, Mex(c), PSB, Pyr(C).

BVII: BSt, Dni, Est, LRn, Mon, NEP(C, Architecture).

GI: CAt, EAt; GIV: Lib, NII(AM), Nub(GM), Pal; GV: WDe.

GIV: Dan, Mal(c,f); OV: Che, GPC(OM), Hol(c,OM), Hon, Man, Sea(c), Tar(PM), Wei(GM), Yen, Yel.

PII: Gul; PIII: Cre(2,c,f), Ire(2), Mor, Pin(2,c,f,PM); PIV: Mek(2,C,c), SiK, UN;

PV: MTh(PM); PVI: GaD(PM), GaV(C,PM), Hin, Lin(RM), PPI(OM), PSD(c), Tur(c,OM),

Uin(BM), Zag(BM).

RIV: Bal(S,C,RM), Hig(c,f); RV: Ein; RVI: Lev(AM), UTs(RM), WAn(C,RM)

WH: LTr(2,C,F).

Fleets: AtI(AB), Bls(B), BoB(P), EMS(2R), Ind(A), Nth(P), Red(O), SCS(R), SaJ(O), WMS(A).

Vacant: Ara(C,OM), Aus, EGh(c), Kor, Mad, NOu, WGH

DOWN WITH THE KING

Court Ball!!

Turns 10/11



The Cast (in Turn 10 movement order):

Marquise Ruth (#63, MC): 18/33 PP, 1 IP, 12C, #53(H), #12, #16, #42, #61, #23, #65, #11, K
Thomas II
Sir Richard (#14): 37/21 PP, 9 IP, 12C, #41(H), #13(H), #46
Baroness Mary (#64): 15 PP, 1 IP, 15C, #84, #21, #44
Sir Michael (#15): 15 PP, 0 IP, 15C, #36, #35(H), #24, #25
Duchess Elizabeth (#62): 18/28 PP, 29 IP, 13C, #66(H, Ba), #55, #52, #56, #53, #51, #48

The Cabinet:

Monarch: King Thomas II (70 Sup, Ru)	Consort: <Vacant>
Navy: Sir James (#22, Ru)	High Minister: Lord Percival (#41, RI)
Scots: Duke Marley (#44, Ma)	Army: Duke Roland (#42, Ru)
Trade: Knight William (#26)	Justice: Earl Duncan (#94, Ma)
Epistol: Sir Drew (#11)	Besyyan: Earl Maxwell (#32, Ru)
Sendackan: Sir Charles (#24)	Cronos: Knight Dale (#25, Ru)
City States: Sir Malcolm (#13, Ri)	Treasury: Duke Henry (#45, Ru)

ROYAL DEATHS: Alfred, Almyr, Catherine, Phillip, George, John, Alan

Turn 10

5. PLAYER TURNS (cont):

Lord Richard: (loses head and turn)
Baroness Mary: Play "Gain 1 IP" chit, make Sir Donald (#21) a henchman, Spend 2 IP to roll on Literary Pursuits Table: 10+1 = 11 = Brilliant, gain 2 PP.
Sir Michael: Plays "Favor" chit to gain 1 IP, rolls on Literary Pursuits table: 6 = Businesslike, gain 1 IP, +1 drm. Buys Knighthood (-2 IP).
Marquise Elizabeth: Gain 1 IP, roll on Fashion Table 7+2 = 9 = Smart, gain 2 PP.
Discards "Henchman".

Turn 11

1. **PLAYER ORDER:** Sir Richard, Duchess Elizabeth, Sir Michael, Baroness Mary, Marquise Ruth.
2. **OFFICE:** No vacancies.
3. **POLITICAL PROBLEMS:**
Economic Crisis (Duke Henry: Modified by High Minister & Minister of Trade);
Foreign War (Duke Roland: Modified by Minister of State & the General)
4. **CROWN EVENT:** Court Ball.
Sir Richard (10): Monarch notices your exceptional wit, +8 PP, +1 drm. Duchess Elizabeth (6+2): Monarch notices you, +1 PP. Knight Michael (8): Monarch notices you, +1 PP, +1 drm. Baroness Mary (5+1): Barely noticed. Marquise Ruth (9+1): Monarch notices your exceptional wit, +3 PP, +1 drm. Richard, Elizabeth, & Michael may make free counsel during his/her player turn.

You drew _____ loyalty, _____ opportunity, _____ event.

Status

Sir Richard (#14): 57/24 PP, 9 IP, 12C, #41(H), #13(H), #46
Duchess Elizabeth (#62): 18/28 PP, 29 IP, 13C, #66(H, Ba), #55, #52, #56, #53, #51, #48
Knight Michael (#15): 15/1 PP, 0 IP, 15C, #36, #35(H), #24, #25
Baroness Mary (#64): 15/2 PP, 0 IP, 15C, #84, #21, #44
Marquise Ruth (#63, MC): 18/33 PP, 1 IP, 12C, #53(H), #12, #16, #42, #61, #23, #65, #11, K
Thomas II

PRESS

Last Will and Testament of Lord Richard

To my dear friend Thomas, I bequeath the diamond encrusted dagger you gave me. Please disregard the blood as I didn't have time to clean it after you stuck it in my back.
To the lovely Jane I leave the hemlock that you used to smear the blood of the dagger that Thomas gave to me.
To the Marquise Ruth, I leave a large raspberry (Thrust!).
To my son Richard, I leave revenge.



Field ANNOUNCED Let the RACE BEGIN!

JANE	Color	WARRIOR (WARRIOR)	CAR	WARRIOR	TEAM	EXP	Speed	P/E
1	Brown	Watanabigu (+1/7)	H	0/0	8435	30	19	0/0
2	Yellow	Won Hung Lo (+2/8)	H	0/0	5526	21	17	0/0
3	Black	Jesspe (+2/10)	M	0/0	5034	43	18	0/0
4	White	Casper (+1/5)	HE	0/0	5446	49	19	0/0
5	Blue	Saric (+2/10)	L	0/0	8445	49	21	0/0
6	Red	Ratsdra A/Ghou (+2/8)	L	0/0	5536	36	23	0/0
7	Green	Davidus Dumitrus (+4/7)	S	0/0	7436	65	20	0/0
8	Purple	Roman Randy (+1/6)	L	0/0	6435	43	19	0/0

Yellow, Brown, and White are "wild card" characters. They have two purposes: 1) to allow Neet and other late entrants to get into the game, and 2) to round out the field to an even eight. Each turn Mr Nar will randomly select a set of orders for each color from those submitted by the Players (or Boris or Mr Nar or observers) and apply them. Should a non-player want to assume them permanently, fine.

Due next time are orders for Turn 1. These should include the usual: speed, whether to whip or not, whom to attack and how if the opportunity arises, to brake, evade, or take it if attacked, and what lane to finish in if possible. You should also submit orders for each of Won Hung Lo, Casper, and Ratsdra. One set will be randomly chosen for each and used.

The betting books are open. Players and observers have 10,000 benterres each to place bets. Players must bet on their own team but may bet on other teams as long as they have money bet on their team than on all the others. The books will reopen briefly at the beginning of the 2nd and 3rd laps. See Rule 26 for details. The factions are:

Andersmuer: David Dumitrus
Crandelminius: Roman Holiday
Saundersmuel: Ratsdra A/Ghou

Blackton: Saric (+2/10)
Pescator (Pinner): Josephus
Naatium: 9999

--DUNE (from a 16)

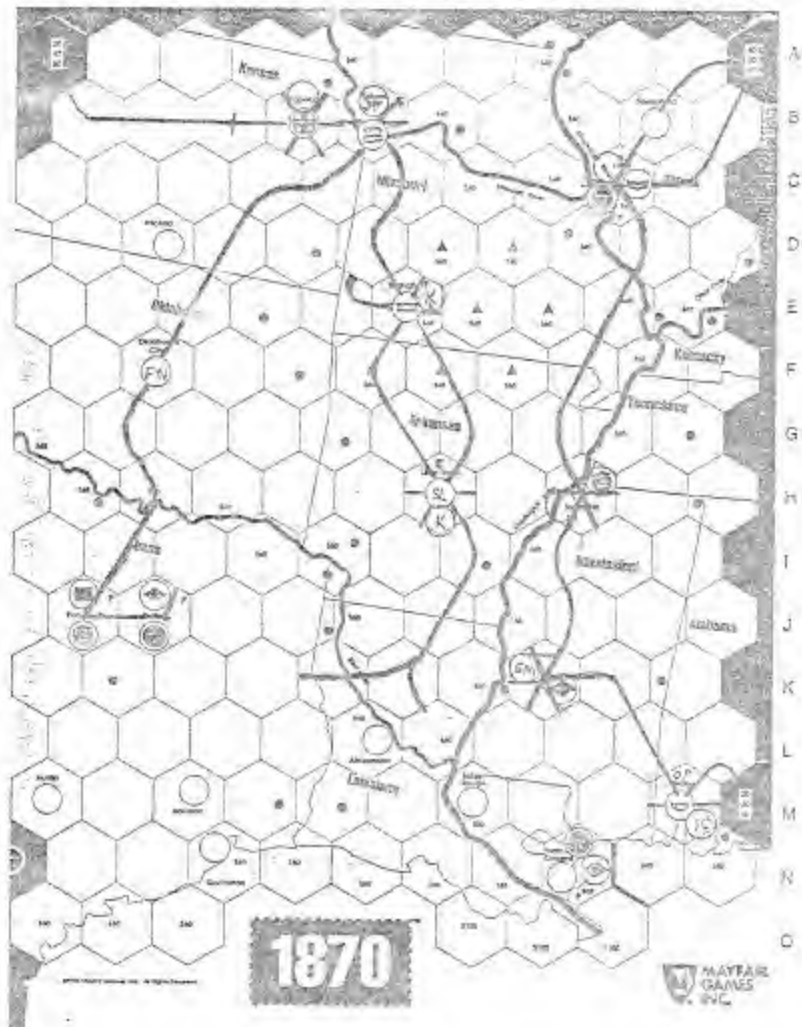
Guild to Empress: That sure is a lot of firepower you have sitting down in Habbanya Ridge Flatch. Expecting guests for a party? If I'm not invited I'll have to raise your transport fees.

Guild to Harkonnen: Now why would you leave this lone T at False Wall East for all this time? Up to no good I bet.

STELLAR CONQUEST

JAMES T. KIRK--Due next time are orders for Combat 99, and any revisions to Movement 31-32.

WILLIAM T. RIKER--Coming to a corner of a galaxy near you! Sign up to





??? IS ???



Trainwrecks R Us

SR 6

PLAYER STATUS

Hanna \$95, 5-PRR(P), 5-NYN(P) (Priority)
 Chennery \$100, 5-NYNH(P), 1-B&O
 Fisher \$101, 5VNR, 3-B&O, 1-PRR, 1-C&O, 1-NYNH
 Butts \$103, 5-B&O(P), 1-NYNH
 Ringhoffer \$106, C&SL, 5-C&O(P), 1-B&O
 Parrow \$108, 5-CPR(P), 1-NYNH

CORPORATION STATUS

Corp	Value	Paid	IO	Per	Cash	Trains	Tokens	P.C.'s
B&O	C 100	0	---	---	\$42	2-8's	15, 119w(1)	
NYNH	B 100	0	2	\$100	\$520	2-7's	019 F22(0)	
NYC	A 81	0	2	\$100	\$602	3	219 (3)	
CPR	D 56	1	0	\$ 32	\$525	3	A19, F16 (2) B&H	
C&O	G 70	4	-	---	\$418	3	F6, (7)	
PRR	H 52	4	-	---	\$ 94	4	H12, H16 (2) M&H, C&A	

Stock Round #6

Hanna: Sell 1-PRR for \$68 and buy NYNH from I.O. for \$100 (Has \$95 + \$68 - \$100 = \$63)
 PRR remains at H 52
 Chennery: Sell 1-B&O for \$100 (Has \$179 + \$100 = \$279) B&O drops in D 90
 Fisher: Sell 1-B&O for \$180 and buy President's share of the B&O, set par at \$75/share
 (Has \$151 + \$180 - \$182 = \$149) B&O drops to D 75
 Butts: Buy B&O from pool for \$75 (Has \$163 - \$75 = \$88)
 Ringhoffer: Buy CPR from pool for \$60 (Has \$196 - \$60 = \$136)
 Parrow: Sell 1-CPR for \$185, sell 1-NYNH for \$100 and buy President's share of the B&M,
 set par at \$70/share (Has \$163 + \$243 - \$182 = \$93) CPR drops to C 54 and
 NYNH drops to C 90
 Hanna: Pass
 Chennery: Buy NYNH from pool for \$90 (Has \$279 - \$90 = \$189)
 Fisher: Buy C&O from I.O. for \$75 (Has \$179 - \$75 = \$104)
 Butts: Buy C&O from pool for \$70 (Has \$88 - \$70 = \$18)
 Ringhoffer: Buy C&O from pool for \$70 (Has \$180 - \$70 = \$110)
 Parrow: Buy B&M from I.O. for \$76 (Has \$129 - \$76 = \$53)
 Hanna: Pass
 Chennery: Buy C&O from pool for \$70 (\$189 - \$70 = \$119)
 Fisher: Buy Erie from I.O. for \$75 (Has \$103 - \$75 = \$28)
 Butts: Pass (Has \$18)
 Ringhoffer: Pass (Has \$60)
 Parrow: Buy B&M from I.O. for \$75 (Has \$53 - \$75 = -\$22)
 Hanna: Pass
 Chennery: Buy PRR from pool for \$86 (Has \$119 - \$86 = \$33)
 Fisher: Sell 1-C&O for \$70 and buy Erie from I.O. for \$75 (Has \$27 - \$70 - \$75 = -\$18) C&O
 remains at G 70
 Butts & Ringhoffer: Pass
 Parrow: Buy B&M from I.O. for \$75 (Has \$177 - \$75 = \$102)
 Hanna & Chennery: Pass
 Fisher: Sell 1-NYNH for \$90 and buy Erie from I.O. for \$75 (Has \$23 + \$90 - \$75 = \$38)
 NYNH drops to D 82 ERIE Floats!
 Butts & Ringhoffer: Pass
 Parrow: Buy B&M from I.O. for \$75 (Has \$101 - \$75 = \$26) B&M Floats!

Everyone passes...stock round #6 over. Hanna retains the Priority card for Stock Round #7
 Not Single sold out. Orders due for next time are for Operating Round #6.1 only, please
 include conditional file orders and plan on the "5" train being purchased. Orders are due
 for March 5 Aug 97

PLAYER STATUS

Hanna \$81, 4-PRR(P), 6-NYN(P), 1-NYNH(P) (Priority)
 Chennery \$81, 6-NYNH(P), 1-C&O, 1-PRR
 Hanna \$86, 5VNR, 6-Erie(P), 1-B&O, 1-PRR
 Butts \$116, 6-B&O(P), 1-NYNH, 1-C&O
 Ringhoffer \$90, C&SL, 6-C&O(P), 1-B&O, 1-CPR
 Parrow \$22, 3-CPR(P), 6-B&M(P)

CORPORATION STATUS

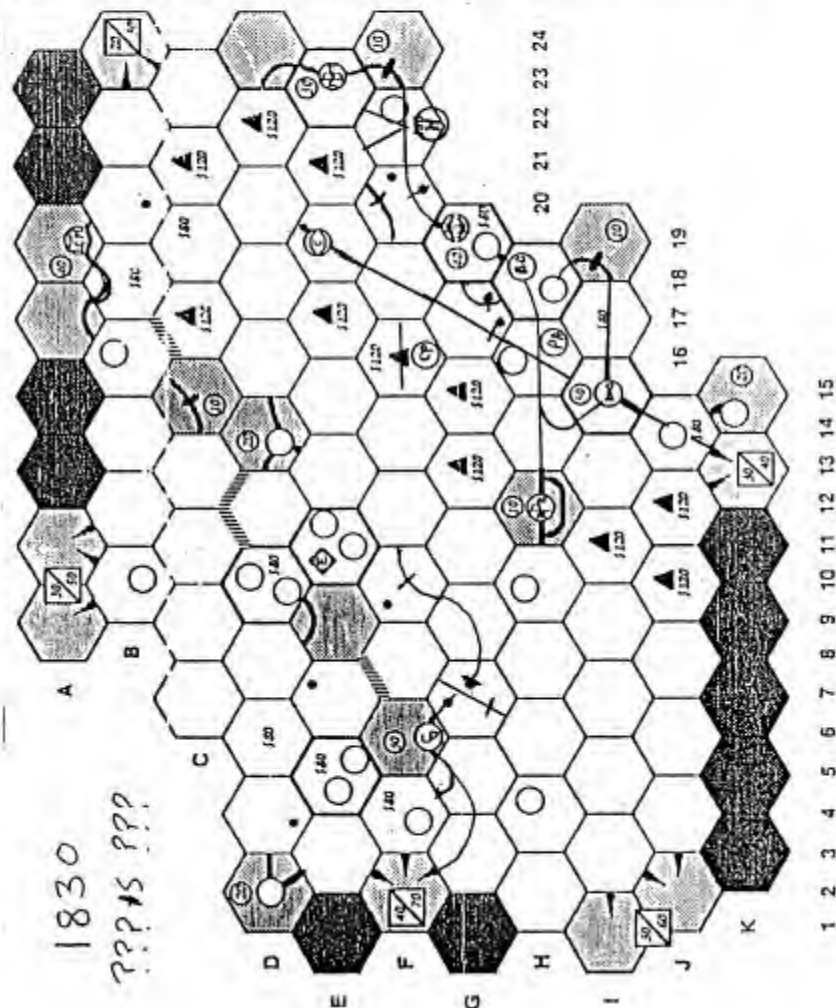
Corp	Value	Pool	IO
NYNH	C 90	0	1
NYC	A 82	0	4
Erie	D 76a	0	4
B&M	D 76b	0	4
B&O	F 75	2	-
C&O	G 70	3	-
PRR	H 68	4	-
CFR	C 34	3	4

Par	Cash	Trains	Tokens	F.C.'s
\$100	\$520	2-3's	G19, F22 (2)	
\$100	\$602	"2's	E19, (3)	
\$76	\$760	"1's	(3)	
\$76	\$760	"1's	(2)	
---	\$40	"3's & 4's	H15, H18w (1)	
---	\$418	"4's	F6, (2)	
\$94	\$94	"4's	H12, H16 (2) M&H, C&A	
\$82	\$395	"5's	A19, F16 (2) D&H	

Trains Available: 4 555 66 DDDDDD

Tiles Available:

Yellow: #3(2), #4(2), #7(3), #8(6), #9(5), #53(1), #56(1), #57(1), #58(1)
 Green: #14(2), #18(1), #16(1), #16(1), #19(1), #20(1), #23(5), #24(3), #25(1), #26(1),
 #27(0), #28(0), #29(1), #55(1), #54(1), #59(1)





ERRATA: GT placed a token in Burlington, limiting CGR's and CPR's runs, and affecting almost everyone's cash totals. GT is at C225, THB at A110b.

PLAYER HOLDINGS: (* = president's certificate; limit = 10)

Quist	\$381	5LPS*, 4CGR (priority)
Butitta	\$362	4CPR*, 2CGR
WordeImann	\$787	3GT, 2LPS, 1CPR, 3CGR
Farrow	\$490	5THB*, 1GT, 3CGR
Zieske	\$469	5GT*
Chinnery	\$290	2CPR, 4CGR*

COMPANY STATUS

Name	Pres	Value	Pool	IO	Par	Treas	Trains	Tokens
GT	P2	C225	1	-	n/a	\$67	5	1
LPS	MQ	E125	2	-	n/a	\$91	5	0 tunnel
CPR	JB	E110	3	-	n/a	\$302	6	0
CGR	DC	A110a	3	1	100	\$62	D	3 both
THB	DF	A110b	0	4	100	\$467	5	0

SHARE ROUND 7

Quist buys CGR from IO, and seizes the presidency. (\$381 - 100 = \$281)
 Butitta sells 2 CGRs and starts the Toronto, Grey & Bruce railway at \$90. CGR falls to B100. (\$362 + 20 - 180 = \$402)
 WordeImann buys GT. GT sold out. (\$787 - 225 = \$562)
 Farrow sells 1 GT and 3 CGRs and starts the Buffalo, Brantford & Goderich Railway at \$100. GT to D200, CGR to C90. (\$490 + 225 + 300 - 200 = \$815)
 Zieske buys GT. GT sold out again. (\$469 - 200 = \$269)
 Chinnery buys CGR. (\$290 - 90 = \$200)

Quist buys CGR. (\$281 - 90 = \$191)
 Butitta buys TGB. (\$402 - 90 = \$312)
 WordeImann buys THB. (\$562 - 100 = \$462; THB treasury \$567)
 Farrow buys BBG. (\$815 - 100 = \$715)
 Zieske buys CGR. (\$269 - 90 = \$179)
 Chinnery buys CGR. (\$200 - 90 = \$110)

Quist buys CGR. (\$191 - 90 = \$101)
 Butitta buys TGB. (\$312 - 90 = \$222)
 WordeImann buys CGR. (\$462 - 90 = \$372)
 Farrow buys BBG. (\$715 - 100 = \$615)
 Zieske buys CGR. (\$179 - 90 = \$89)
 Chinnery buys CGR. CGR sold out. (\$110 - 90 = \$20)

Quist buys THB. (\$101 - 100 = \$1; THB treasury to \$667)
 Butitta buys TGB. (\$222 - 90 = \$132)
 WordeImann passes. Farrow buys BBG. (\$615 - 100 = \$515)
 Zieske and Chinnery pass.

Quist passes. Butitta buys TGB. TGB floats. (\$132 - 90 = \$42)
 WordeImann passes. Farrow buys BBG. BBG floats. (\$515 - 100 = \$415)
 Zieske and Chinnery pass.

Quist passes. Butitta sells 1 TGB, buys CPR. TGB falls to C80. (\$42 + 90 - 110 = \$22)
 All pass.

GT rises to C225; CGR rises to B100. WordeImann has the priority. Due next time: OR7.1 and OR7.2. If you indicate what you're trying to do, your GM can try to work around unexpected tile or token plays. Orders due to Chuck 6 Aug 97.

PLAYER HOLDINGS: (* = president; ** = at cert. limit of 10)

WordeImann**	\$872	4GT, 2LPS, 1CPR, 4CGR, 1THB (priority)
Farrow**	\$415	6THB*, 6BBG*
Zieske	\$89	6GT*, 2CGR
Chinnery	\$20	2CPR, 7CGR
Quist	\$1	5LPS*, 7CGR*, 1THB
Butitta	\$22	5CPR*, 5TGB*

COMPANY STATUS

Name	Pres	Value	Pool	IO	Par	Tress	Trains	Tokens
GT	P2	C225	0	-	n/a	\$67	5	1
LPS	MQ	E125	3	-	n/a	\$91	5	0 tunnel
CPR	JB	E110	2	-	n/a	\$302	6	0
THB	DF	A110	0	2	100	\$557	5	0
COR	DC	B100	0	-	n/a	\$52	D	3 both
BBC	DF	A100	0	4	100	\$1000	-	3
TGB	JB	C80	1	4	90	\$200	-	2

The bank has \$7,992.

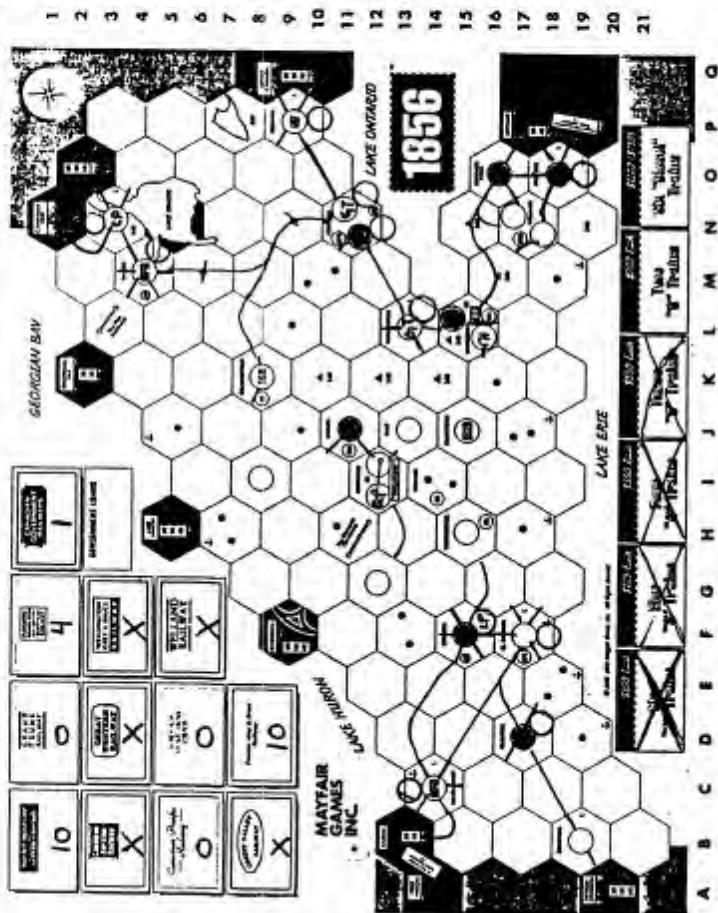
TRAINS AVAILABLE: 6,DD.... Train limit is 2, except 3 for COR.

TILES:

Yellow: 1,2,3(3),4(3),5,7(4),8(9),9(8),55,56,57(3),58(2),69;

Green: 14(2),15(3),16,17,18,19,20,23(3),24(2),25,26,27,28,29,59(2);

Brown: 40,41(3),42(3),43(2),44,45(2),46(2),47(2),63(3),65,68,70



1870

JAMES WEST TWO CONNECTION RUNS! OR 7.2 & SR 8



ERRATA: Mobile (M20) is an Open Port so IC & GM&O both earned \$20 more last time. The partial dividend split for IC should've been 60:50 to avoid fractional dollars, not 55:55.

PLAYER STATUS

Zieske \$28, 6 FW(Prez)
 Wordelmann \$150, 6 SLSF(Pres), 1 GM&O
 Quist \$82, 7 KATY(Pres), 1 IC <Priority>
 Hanna \$171, 6 AT&SF(Pres), 6 GM&O(Pres)
 Farrow \$157, 7 MP(Pres), 1 GM&O
 Chinnery \$144, 4 IC(Pres), 5 CB(Pres)

CORPORATION STATUS (*reissued)

Corp	Value	IO	Pool	Par	Cash	Trains	Tokens	Shares	Dest
SLSF	F110	1*	3	\$100*	\$27	84	E12,H18c(1)	Cattle	M22
MP	B100	3	0	\$90	\$570	33	C18(2)		J5
FW	A90	4	0	\$100	\$700	4	J3(2)		A2
KATY	G76	0	2	\$68	\$15	3	B11,H19(1)	1	N1
GM&O	E76	1	0	\$72	\$108	44	M20,K16(2)	1	C18
IC	F72	4	1	\$76	\$43	85	K16,M20(1)	OP	A22
CB	D72	4	1	\$82	\$400	4	H17(2)		J3
AT&SF	G40	4	0	\$68	\$470	3	B9,B11(1)		N1

OR 7.2

SLSF: Lay Tile #63 in H13(c). Run B11-E12-H13c (\$110) & E12-H13c-I14 (\$90). Pay dividends (WW+\$120, SLSF+\$20) price soars to E120.

MP: Lay Tile #170 in C18(ne). Run C18-B19-A22 (\$120) & C18-A22 (\$100). Pay dividends (DP+\$154, MP+\$66) price moves to B110.

FW: Play Tile #9 in I4(sw) & #8 in H5(nw) <-\$40>. Play Token in F5 <-\$40>. Run J5-J8-F5-B11 (\$90). Pay dividends (P2+\$54, FW+\$26) price returns to A100.

KATY: Lay #170 in B11(nw). Run B11-E12-H19 (\$110). Pay dividends (MQ+\$77, KATY+\$11) price moves to G82.

GM&O: Lay #9 in E13(e) <-\$60> & #8 in D19(nw). GM&O and IC reach destinations. Run H17-K16-C18-A22 (\$160) & H17-M20p-M22 (\$100). Pay dividends (CH+\$156, GM&O+\$52, DP+\$26, WW+\$26) price goes to E82.

CONNECTION RUNS: (* indicates doubled value)

GM&O: Play Destination token in St Louis (C18). Run M20p-H17-K16-C18* (\$200) & C18*-B19-A22 (\$130). Pay dividends (CCH+\$198, GM&O+\$66, DP+\$33, WW+\$83). Price spurts to E90.

IC: Play Destination token in Chicago (A22). Run M20p-K16-H17-C18-A22* (\$260) & M22-M20p (\$80). Pay dividends (DC+\$136, IC+\$136, MQ+\$34). Price leaps to F76.

IC: Lay #63 in K16(e). Run M20p-K16-H17-C18-A22* (\$270) & M22-M20p (\$80). Pay dividends (DC+\$140, IC+\$140, MQ+\$35). Price leaps to F82.

CB: Lay #63 in H18(e). Run K16-H17-C18-A22 (\$180). Pay dividends (DC+\$90, CB+\$92), so price returns to D76.

AT&SF: Lay #63 in B9. Run B9-B11-E12 (\$130). Withhold, so price jumps to G30. Buy 9-train from GM&O for \$490.

SR 8

Quist buys 1 IC from IO (\$228-76 = \$152).

Hanna buys 1 IC from IO (\$525-76 = \$449).

Farrow sells 1 GM&O and buys Pres share of T&P, setting par at \$90 (\$370+90-180 = \$280). Hanna price protects GM&O (\$449-90 = \$359).

Farrow buys 1 T&P (\$180-90 = \$190)
 Chinnery has IC redeem 1 share from the Pool (\$519-82 = \$237).
 Zieske buys 1 GM&O from IC (\$82-72 = \$10). GM&O sold out!
 Wardsmann buys 1 IC from IC (\$209-76 = \$233)
 Quist buys 1 IC from IC (\$152-76 = \$76). IC sold out.
 Hanna buys 1 MP from IC (\$359-90 = \$269)
 Farrow buys 1 T&P (\$190-90 = \$100).
 Chinnery has CB redeem 1 share from Pool (\$490-76 = \$414).
 Zieske passes. Wardsmann buys 1 FW from IC (\$238-100 = \$138).
 Quist passes. Hanna buys 1 MP (\$269-90 = \$179)
 Farrow buys 1 T&P (\$100-90 = \$10).
 Chinnery buys and sells 1 Q share of SLSP (DC \$510-100+120 = \$530; SLSP = \$100).
 Wardsmann gets protects SLSP (\$129-100 = \$29).
 Quist passes. Hanna buys 1 MP from IC (\$179-90 = \$89). MP sold out!
 Farrow has MP redeem 1 share from him (DC \$90+110 = \$200; MP: \$636-110 = \$526).
 Farrow buys 1 T&P (\$200-90 = \$110).
 Chinnery buys 1 CB from IC (\$510-82 = \$428).
 Zieske, Wardsmann, & Quist pass. Hanna buys 1 AT&SF from IC (\$98-68 = \$31).
 Farrow buys 1 T&P (\$120-90 = \$30). T&P listed.
 Chinnery buys 1 AT&SF (\$446-68 = \$378).
 Rest pass. Chinnery buys 1 AT&SF (\$380-68 = \$312).
 Rest pass. Chinnery buys 1 AT&SF (\$512-68 = \$244). AT&SF is sold out!
 Rest pass. Chinnery buys 1 KATY (\$244-82 = \$162).
 Rest pass. Chinnery buys 1 KATY (\$162-82 = \$80).
 All pass.

MP, KATY, GM&O, IC, AT&SF are sold out by the \$120, D100, \$60, \$82, and \$90 respectively. Due next are orders for ORs \$1-3. We'll stop if a 3-train is bought. Zieske had the priority.

PLAYER STATUS

Zieske \$10.6 FW(Pres), 1 GM&O (Priority)
 Wardsmann \$15.7 SLSP(Pres), 1 GM&O, 1 IC, 1 FW
 Quist \$78.7 KATY(Pres), 1 IC(VP)
 Hanna \$21.7 AT&SF(Pres), 1 GM&O(Pres), 1 IC, 9 MP(VP)
 Farrow \$30.6 MP(Pres), 8 T&P(Pres)
 Chinnery \$64.9 IC(Pres), 6 CB(Pres), 8 AT&SF(VP), 2 KATY(VP)

CORPORATION STATUS

Corp	Value	IC	Pool	Per	Cash	Trains	Tokens	Shares	Debt
SLSP	\$120	0	3	\$130	\$147	34	\$12.5130(1,D)		M32
MP	\$120	0	0	\$80	\$516	38	C18(2,D)	1	J5
GM&O	\$100	0	0	\$72	\$636	4	M50,K18,(C18)1		--
FW	\$100	0	0	\$100	\$686	6	J5,F2(D)		A2
KATY	\$90	0	0	\$88	\$26	9	B11,B12(1D)	1	N1
IC	\$90	0	0	\$76	\$237	58	K16,M200p(AT2)1	1	--
T&P	\$90	4	0	\$90	\$900	--	(2D)		N17
CB	\$72	3	0	\$82	\$414	4	H17(1,D)	1	J3
AT&SF	\$90	0	0	\$98	\$100	34	B5,B11(1,D)		N1

TRAINS AVAILABLE: 655666838,10,10,12..

The Bank has \$8,978.

TILES AVAILABLE: #1(1), #2(1), #3(5), #4(5), #5(1), #6(1), #7(7), #8(6), #9(11), #14(4), #15(2), #16(2), #17(2), #18(2), #19(2), #20(2), #22(4), #24(4), #25(2), #26(2), #27(2), #28(2), #29(2), #35(1), #40(2), #41(3), #42(3), #43(2), #44(1), #45(2), #46(2), #47(2), #53(1), #56(1), #57(8), #58(3), #63(1), #69(1), #70(2), #141(2), #142(2), #143(1), #144(1), #145(2), #146(2), #147(2), #170(2).

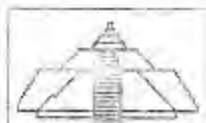
THE BOARD: Sep 7.



ADV CIVILIZATION

IBERIA DASHED, ARISES

Turns 11.10-12.9



TURN XI

11.10: CALAMITY RESOLUTION:

Volcano & earthquake: Babylon destroys Aleppo and reduces Antioch.
 1st War: Iberia gets Argos and 1T @ Germany & Delmatia.
 Slave Revolt: Babylon has 4T loyal, reduces Charax & Ur.
 Flood: Thrace destroys Moesia.
 Barbarian Horde: 15T @ Corduba (-1C, -5T, 2T remain), pass freely through Hispania, 1T @ Iarzacensis, 6T @ Pyrenae (-4B, -1T, 1T remain), 4T @ Aquitania (-2B, -1T, 2T remain).
 Epidemic: Iberia loses 1T from Strutha, reduces Narbo to 2T and other 3 cities to 1T (15 pts). Assigns 10 pts of losses to Assyria (reduces Ankara and Sinope to 2T, eliminates 1T at Armenia & Cilicia) & Illyria (reduces Tarentum to 1T, eliminates 1T from Belgica, Germany, Londinium, L. Germany, Pannonia: 5 pts to Egypt, 3MRE, 5M eliminates 2T @ Fayum & Memphis, 1T @ Alexandria).

11.11: ACQUIRE CIV CARDS:

Africa buys CLOTHMAKING for two Iron, 2 Timber, 2 Ochre, 1B, and 10 credit.
 Assyria buys ENLIGHTENMENT (150) for four Oil, 25 credit, three 5pt, 10pt, and 20pt, one Cloth, one Grain, and 2 Cities.
 Babylon buys ENGINEERING (140) for 4 Stone and 30 credit.
 Crete discards Ochre.
 Egypt buys ASTRONOMY for three Grain, three Timber, two Papyrus, and Gold.

11.12: ADJUST AST: Iberia regresses to 2000 BC. Assyria, Babylonia, & Illyria don't advance. Africa advances to 800 BC, Crete and Thrace to 1000 BC, and Egypt to 1200 BC.

TURN XII

12.1 TAXATION: Africa & Egypt collect 13B. Assyria collects 10T. Crete & Thrace collect 8T. Illyria collects 6T. Babylon collects 4T. Iberia collects:

12.2 POPULATION: Crete, Egypt, Iberia, Illyria, and Thrace fully populate. Babylon places 2T @ Charax, Damascus, Perthia, Sumaria, Syria & Ur; 1T @ Mari. Africa populates all but Sahara and Transilvania. Assyria doesn't populate Ankara, Cilicia, Galatia, Lydia & Phrygia and only places 1T in Antioch.

12.3 CENSUS:

BABYLON: 1600 BC, 36T, 9t, 4 cities, 7 cards, 393 CP
 AFRICA: 800 BC, 36T, 12t, 6 cities, 6 cards, 290 CP
 ASSYRIA: 1600 BC, 36T, 12t, 5 cities, 5 cards, 185 CP
 ILLYRIA: 1600 BC, 31T, 12t, 8 cities, 5 cards, 60 CP
 THRACE: 1600 BC, 28T, 12t, 4 cities, 7 cards, 190 CP
 CRETE: 1000 BC, 28T, 17t, 4 cities, 8 cards, 190 CP
 EGYPT: 1200 BC, 28T, 19t, 6 cities, 5 cards, 210 CP
 IBERIA: 2000 BC, 20T, 10t, 0 cities, 5 cards, 95 CP

12.4 SHIP BUILDING: Africa maintains 3 boats (-3B). Thrace maintains 1st at Lesbos, tears rest, and builds 1 each in Crimea & Ionis (-5B). Iberia lets boat rot @ Corduba and builds 1 @ Ebusus & Balaitis (-4C). Crete maintains ship at Thrace and builds 1 ship at Delphi (-3B). Illyria turns both Tarentum and Rome, and builds 1 each in Delmatia, L. Germany, Neapolis, & Pannonia (-8B). Assyria builds both in Malchuk and Cyprus. Egypt takes 1T from Tyre to maintain ship, destroys ship at Jerusalem.

12.5 MOVEMENT:

BABYLON: 1T Median-Petra, 1T Jericha-Petra, 6T Syria-Petra, 1T Charax-Ur, 2T Sumaria-Charax, 2T Perthia-Babylonia, 2T Damascus-Syria, 1T Mari-Syria.

AFRICA: 15 W Mauritania-Corduba-New Carthage-Balera-New Carthage-Corduba, 1T W Mauritania-(s)-Balera, 8T W Mauritania-(s)-Corduba, 15 Carthage-Numidia-Carthage-Palestina-Syracuse, 2T Numidia-(s)-Syracuse, 4T Nileas-Syracuse, 15 & 2T Phoenicia-Balania-Cyprus-Lycia-Miletus-Ionia, 2T Tarsis-Numidia, 2T E Mauritania-W Mauritania, 1T N. Africa-E Mauritania, 2T Campania-Samitum.

ASSYRIA: 15, 4T Mikup-Cappadocia-Sinope, 15, 2T Cyprus-Salamis-Antioch, 1T Kaba-Mikup, 1T Cilicia-Antioch, 1T Cappadocia-Van, 1T Malchuk-Armenia, 2T Bithynia-Ankara, 2T Sinope-Van.

ILLYRIA: 15, 5T Pannonia-Delmatia-Illyria-Appollonia-Tarentum, 15, 2T Delmatia-Illyria-Appollonia-Tarentum, 15, 1T Neapolis-Campania-Tarentum, 15, 2T L. Germany-Aquitania, 2T Germany-Pannonia, 1T Belgica-Gaul, 1T U Germany-Gaul, 2T Rhine-Cisalpinia, 1T L. Germany-Rhine, 1T Pannonia-Pulicem, 1T L. Germany-Germany, 1T Londinium-Britannia.

THRACE: 15, 2T Crimea-Danube-Tyrrae-Moesia, 15, 2T Ionia-Lesbos-Troy-Lamnos-

Thrace, 1S 1T Lesbos-Ionia-Syr-Ion-Troy-Byzantium, 1T Scythia-Ionia, 2T
 Spuria-Macedonia, 1T Thrace-Baenonia.

CRETE: 1S Thrace-Thessalonica-Chalcid-Thessalonica-Thrace, 1T Chalcid-(4)-Thrace
 1S 1T Delphi-Epirus-Appollonia-Hyricum-Dalmatia, 1T Macedonia-Paeonia 2T
 Dacia-Budala, 2T Thrace-Byzantium, 1T Baenonia-Hyricum, 1T Athens-Argos, 1T
 Corinth-Argos, 2T Thessaly-Epirus.

EGYPT: 1S 1T Tyre-E Med-C Med-Tripoli-Sobrius, 7 NW Desert-Cyrenata, 1T Tania-
 Alexandria, 2T E Desert-Pyrum, 1T Ptolemais-S Desert, 1T Sinai-Gass, 1T Nubia-
 Ptolemais.

IBERIA: 1S 1T Obusus-Balsarea-Iberia-Pyrenaea-Narbo, 1S 1T Dalmatia-Hyricum-
 Appollonia-Tarentum-Campania, 2T Gaul-Massilia, 2T Epirus-Messina, 2T
 Rhætia-Etruria, 2T Argos-Corinth, 2T Germany-I Germany.

12.6: CONFLICT: Aquilania (3 BH vs 2 H, -1 each), Campana (2 At vs 2 H, -1 each),
 Corduba (3 At vs 3 BH, -2 BH, 1 At), Galatia (2 At vs 1 Cr, -1 each), Cyrenata, 1 At vs
 2 Eg, -2 each), Dacia (1 Cr vs 2 Th, -1 each), Spuria (1 Cr vs 1 Th, -1 each), Ionia
 (5 Th vs 2 At, -1 each), Macedonia (1 Cr vs 1 Th, -1 each), Paeonia (3 Cr vs 1 Th, -1
 each), Scythia (5 Th vs 1 BH, -1 BH), Subrata (3 Eg vs 2 At -1 At, 1 Eg), Thrace (4
 Cr vs 2 Th, -2 each).

12.7: BUILD CITIES: Africa builds Syracuse, Assyria builds Ankara, Antioch & Sinope
 Babylon builds Charax, Petra & Ur, Iberia builds Narbo & Massilia, Illyria builds
 Tarentum, Thrace builds Byzantium.

12.8: REMOVE SURPLUS: Africa, 1T & Jain, Thrace, 1T in Caria & Corio, 1T in
 Argos & Kiossua, Babylon, 1T in Petra, Illyria, 1T in Tarentum, Chalcid &
 Gaul.

12.9: TRADE: Iberia (2C) receives two cards, Illyria & Greece (4C) receive four cards,
 Thrace (5C) receives five cards, Stock list exhausted, Egypt (5C) receives five
 cards, Africa (7C) receives six cards, Stock list exhausted, Babylon (7C) receives
 five cards, Assyria (5C) receives six cards.

DUE NEXT TIME: Rest of Turn 12 Trading, Resolve Unresolvable Celestines, and Buy CIV
 Card Phases.

THE BOARD

AFRICA (Near): C @ Carthage, Cirta, Cyrene, Palermo, Syracuse, Thapsa, Tripoli, 1 @
 Corduba, Ionia, Syracuse, 1T @ Corduba, Cyrenata, Sarmium, Tarsus, W Teutania, 1T
 @ Balsarea, Campana, E Mauritania, Jalo, Libya, New Africa, Numidia, Salerna,
 Tripoli, 1T, POTTERY, MYSTICISM, ENLIGHTENMENT, CLOTHMAKING.

ASSYRIA (Deo Gabornel): C @ Ankara, Antioch, Cordium, Kanech, Meda, Myria, Salerna,
 Sinope, 1S @ Antioch, Sinope, 1T @ Armenia, Van, 2T @ Eriyria, Cyprus, 1T @
 Cappadocia, Galatia, Galatia, Kosen, Lyca, Misor, Nivok, Nivok, Nivok, MYSTICISM,
 ASTRONOMY, CLOTHMAKING, DRAMA & POETRY, ENLIGHTENMENT.

BABYLON (Anderson): C @ Babylon, Carthae, Charax, Petra, Sidon, Susa, Ur, 1T @ Syria,
 2T @ Babylon, Chalcid, Damascus, Mari, Parthia, Phoenicia, Susaria, 1T @ Alaba,
 Tyre, COINAGE, MYSTICISM, POTTERY, ENGINEERING.

BARBARIANS (Nari): 1T @ Danubia, 2T @ Aquilania, Pyrenaea, 1T @ Hispania,
 Tarracoenas.

CRETE (Boym): C @ Eretria, Rhodes, Praxidia, Sparta, 1S @ Pannonia, Thrace, 1T @
 Kiossua, 1T @ Chalcid, Dalmatia, Delphi, Pannonia, Thrace, 1T @ Athens-Argos,
 Corinth, Dacia, Epirus, Macedonia, METALWORKING, MYSTICISM.

EGYPT (Ringshoffer): C @ Bulon, Jerusalem, Sardinia, Siva, Thibes, U Egypt, 1S @
 Subrata, 4T @ Fayum, 1T @ Alexandria, Tania, 2T @ Memphis, Ptolemais, Subrata, Tyre, W
 Desert, 1T @ E Desert, Ossa, Nubia, Sinai, MYSTICISM, METALWORKING, ASTRONOMY.

IBERIA (Farrow): C @ Massilia, Narbo, 1S @ Narbo, Campana, 2T @ Etruria, I Germany,
 1T @ Campana, Corinth, CLOTHMAKING, POTTERY.

ILLYRIA (Bryden): C @ Appollina, Rheca, Rome, Tarentum, 3H @ Tarentum, 1S @
 Aquitania, 1T @ Belgia, Germany, Pannonia, Rubicon, 1T @ Illyrium, 1T @ Aquia &
 Britannia, Cisalpinia, Gaul, Londinium, Neapolia, Rhoda, I Germany, DRAMA & POETRY.

THRACE (Siecke): C @ Byzantium, Seides, Thera, Thessalonica, Troy, 1S @ Byzantium,
 Morsia, Thrace, 1T @ Scythia, 2T @ Ionia & Morsia, 1T @ Caria, Corio, Corduba, Dacia,
 Lesbos, DRAMA & POETRY, METALWORKING, MYSTICISM.

PRESS:

Africa needs Wine.

BABYLON: Hi everyone again. This is Dave - Dave the gamer, not Dave the Babylonian.

—continued on p. 18



DUNE No Combat

TURN 9/10



THE CAST

ATREIDES (Fisher): KH 21, 18S, 3C, 8T @ Arrakeen, 6T @ Cielago North(s3).
 EMPEROR (DeB Osborne): 52S, 2C, 6T & 3* @ Habbanya Ridge Sietch, 1T @ Polar Sink, 6T @ Habbanya Ridge Flat(s18).
 FREMEN (Anderson): 5S, 2C, 1T & 3* @ Sietch Tabr.
 GUILD (Wilson): 75S, 2C, 6T @ Tuck's Sietch.
 HARKONNEN (Bryden): 16S, 3C, 5L, 8T @ Carthag, 1T @ False Wall East (s??), 4T @ Broken Land.
 IX (North): 68S, 4C, 10T @ Great Flat, 5T Shield Wall.
 TANKS: 4A, 16F, 7G, 4H: Lady J, B Raban, O Halleck, Colonel, Count Fenring, Jamie, Guild Rep.

TURN 9

1. The STORM moves Sector 8-13 waiting 4 Harkonnen Tin Broken Land.
2. SPICE BLOW: Cielago North(s) and Wind Pass North(s) have spice blows. Habbanya Erg still has 2S.
3. BIDDING: There are 4 cards available.
 G bids 33, A & F bid 18, G gets _____ (2S to 2).
 F bids 19, F gets _____ (1S to 5).
 E bids 58, G bids 33, A & F bid 15, E gets _____ (-5S).
 F bids 15, F gets _____ (1S to 5).
4. REVIVAL: A revives 2T, F revives 3, G revives 8T (-4S), H revives 2T.
5. SHIPMENT: F brings 8T onboard at Habbanya Erg(s16). G ships 4T to Polar Sink (-4S). A ships 2T to Arrakeen (-2S to G). H ships 3T to Carthag (3S to G). E ships 2* to Polar Sink (4S to G).
6. MOVEMENT: H moves 8T from Carthag to Wind Pass North(s17). E moves 8T from Habbanya Ridge Flat to Meridian(s18).
7. COMBAT: None
8. SPICE COLLECTION: I collects 16S. A collects 8T at Cielago North and 2S for Arrakeen. F collects 5S at Habbanya Erg. H collects 3S in Wind Pass North and 2S for Carthag. G collects 1S for Tuck's Sietch.

TURN 10

1. The STORM moves from Sector 12 to Sector 15 waiting 10 (awns in the Great Flat. The Weather chit is _____).
2. SPICE BLOW: Funeral Plain(s) and Minor Erg(s) have spice blows. Funeral Plain is under storm so that spice is lost. Habbanya Erg still has 2S. The top Spice card is _____.
3. BIDDING: There are 3 cards available. They are: _____ & _____ & _____.

Due next time are orders for any voluntary actions from Turn 10 Bidding to Turn 11 Spice Blow. Please specify what sectors your troops are in.

ATREIDES (Fisher): KH 21, 24S, 3C, 10T @ Arrakeen, 6T @ Cielago North(s3).
 EMPEROR (DeB Osborne): 58S, 3C, 6T & 3* @ Habbanya Ridge Sietch, 1T & 2* @ Polar Sink, 5T @ Meridian(s2).
 FREMEN (Anderson): 22, 4C, 1T & 3* @ Sietch Tabr, 3T @ Habbanya Erg(s16).
 GUILD (Wilson): 74S, 3C, 6T @ Tuck's Sietch, 4T @ Polar Sink.
 HARKONNEN (Bryden): 21S, 3C, 5L, 8T @ Carthag, 1T @ False Wall East (s??), 3T @ Wind Pass North.
 IX (North): 68S, 4C, 5T Shield Wall.
 TANKS: 2A, 13F, 4G, 6H, 10H: Lady J, B Raban, O Halleck, Colonel, Count Fenring, Jamie, Guild Rep.

LEGEND: * = starred token, (Q) = aggressor, A = Atreides, C = card, E = Emperor, F = Fremmen, G = Guild, H = Harkonnen, I = IX, KH = Kwisatz Haderach, L = leaders, S = spice, sf = sector #, T = token.

PRESS:

Guild to Fremmen: 2 vs 1/2. I never realized the Corpus Luminis Praenuntiantia east such fear to the minds of others.

Guild to IX: Are you just going to sit and watch? Are you going to get in there and get dirty?

--Continued on p 6



BRITANNIA

Turn 14

985-1035 A.M.



The Cast:

PURPLE: Paul Zieske
GREEN: Peter Boyum

BLUE: Chuck Harris
RED: David Anderson

Events: The Angles attacked Dumet rather than Bernicia: result each lose 1 unit lose 1 VP, but still are King. Norsemen are overstarled, so lose 1A @ Galloway.

The Board:

WELSH (1.5): 2A @ Dyfed, Powys.
PICTS (2.5): 2A @ Caithness, Skye; 1A @ Alban, Dalrada, Mar, Moray.
CALEDONIANS (0.5): 2A @ Orkneys.
IRISH (2.0): 2A @ Gwynedd; 1A @ Clwyd.
SCOTS (1): 2A @ Dunedin, Lothian, Strathclyde.
NORSEMEN (2): 3A @ Hebrides; 2A @ Galloway.
DUBLINERS (0): 3A @ Irish, 2A @ Avalon, Cumbria.
DANES (0.5): 3A @ York; 2A @ Bernicia; 1A @ Essex, Kent, Lindsey, Norfolk, N Mercia, S Mercia, Suffolk, Sussex; Canute & 6? A @ Frisia.
SAXONS (0): 2A @ Gwent; 1A @ Cornwall, Devon, Downlands, Wessex.
ANGLES (0.5): 3A @ Pennines; 2A @ Hwicce; 1A @ Cheshire.

Turn 14

Danes are King (+4 VP), add 1A @ S Mercia.

Score: Green 87.5, Red 70.5, Blue 68, Purple 62.5.

WELSH (1.5): Grow 1.5 Pop Pts. Add 1A @ Powys, 2A Powys-Clwyd (1,1,6, 5,2; 2,3; 2,1; 5,5 -2 Welsh).
PICTS (2.5): Grow 3 Pop Pts. Add 1A @ Alban, 1A Moray-Mar, 1A Caithness-Moray, 1A Mar-Dunedin, 2A Alban-Dunedin (4,2,1,8,1 2 Scots r-Strathclyde).
CALEDONIANS (0.5): Grow 0.5 Pop Pts. Hold.
IRISH (2): Grow 1.5 Pop Pts. Add 1A @ Gwynedd, 3A Gwynedd-Powys (6,4,3,2 -1 Welsh).
SCOTS (1): Grow 2 Pop pts. Add 1A @ Strathclyde, 4A Strathclyde-Dunedin (6,5,4,3,6,8,2 -2 Picts -1 Scot, 1 Pict @ Alba).
NORSEMEN (2): Grow 1 Pop pt. Can't add 1A. 2A Galloway-Irish-Cheshire (4,1,1 Angle r-Pennines), 3A Hebrides-Skye (5,5,5,6,2; 5,2; 2; 5,1; 2; 1,1,4; 4,3,5; 5,2 -2 Picts, -2 Norsemen). Score 1 courtier VP.
DUBLINERS (0): Grow 2 Pop pts. 3A Irish-Atlantic-Dyfed (5,1,1,4,2; 5,4,3,2 -2 Welsh). Welsh are extinct. Dubliners are overpopulated so must lose 1A.
DANES (0.5): Grow 0.5 Pop pts. Add 1A @ Sussex, N Mercia & S Mercia, 2A Sussex-Wessex (5,4,6 -1 Saxon, 1 Dane), 1A Essex-Sussex, 1A Frisia-Sussex, 2A S Mercia-Downlands, Swayn/Canute Frisia-Downlands (6+1,4,3,3 -1 Saxon), 1A N Mercia-S Mercia.
SAXONS (0): Grow 2 Pop pts. Edgar dies. Hold.
ANGLES (0.5): Grow 1.5 Pop pts. Move 1A Hwicce-Merch.

The Danes are again King at the end of Turn 14 (Rule 12.6) and gain 4 VP.

Score: Green 101.5, Red 71.5, Blue 68, Purple 62.5.

The Danes will be King in Turn 15 (+4 VP & 1A). Due next time are the Dubliner elimination, the placement of the King's men and orders for Turn 15.

The Board:

PICTS (2.5): 1A @ Alban, Caithness, Dalrada, Mar, Moray.
CALEDONIANS (1): 2A @ Orkneys.
IRISH (0.5): 3A @ Powys; 1A @ Clwyd.
SCOTS (0): 3A @ Dunedin; 2A @ Lothian, 1A @ Strathclyde.
NORSEMEN (0): 3A @ Cheshire; 1A @ Skye.
DUBLINERS (2): 3A @ Dyfed; 2A @ Avalon, Cumbria -- must lose 1A.
DANES (1): 3A @ Downlands, York; 2A @ Bernicia; 1A @ Essex, Kent, Lindsey, Norfolk, N Mercia, S Mercia, Suffolk, Sussex, Wessex.
NORWEGIANS: Harold, 10A @ North.
SAXONS (2): 2A @ Gwent; 1A @ Cornwall, Devon; Harold 200.
ANGLES (0.5): 4A @ Pennines; 1A @ Hwicce, (M, ch).
NORSEMEN: William, 5A, 4C @ Channel.



MAGIC REALM

Bennie LOOTS!!!
Finds GOLD Magic!
EVENING 24 / DAY 25



THE CAST:

Dave Anderson:
John Butler:
Marcel Carbonneau:
Dan Chinnery:
Tom Farrow:
Dan Osborne:
Debbie Osborne:

Bennie the Berserker
Willie the Pilgrim
Smaug Rose (the Amazon (deceased))
Rest the (optional) Wizard (deceased)
Simplo the Sorcerer (aka Moley, deceased)
Smaug of the Dark Helmer, a Black Knight
Thorn of the Grotto, an Amazon (deceased)
Syvan the (optional) Druid (deceased)

EVENING 24

No action

MONSTER ROLL - 5

DAY 25

Bennie @ Cr5: H(3.3 - y), S(Loot Cairns 2.2 = ., Fatigue FIGHTTS*, And Flowers of Rest, GOLD, rest all
* lose rest of turn) Reveal Platter 2, Platter 2, Platter 5, Cairns 5, Roar 5.
Smaug & Robin @ Inn: H(3.1 - y), H.H.H
Willie @ BL3: S(Locate 5, 3 = nothing), S(Locate 3.3 = passages). Reveal Smoke C, Hoard 6.

MONSTER ROLL - 5

COMBAT: Smaug and the Rogues (3) coexist

Due next time are orders for Evening 25 and Day 26. The game ends Evening 28.

DEAD FILE: Ralph, Roger & Raoul, Ponies RHQ & B2-B5, H dragon, two H flying dragons, three H spiders, one T spider, three bats, two axe-goblins, TF dra;

BOARD NOTES:

Nut Woods, Cliff, and Caves are enchanted. One bat is at DW1, two bats are at Cl6. The Order has Cloven Hoof (BLACK, +1 to all rolls) at the Chapel. The Altar is at Ru1. The Lost Castle is at Cr1. Two ghosts haunt DY2. The Pool is at Ce6; a short sword, helmet, and breastplate are at Ce4 and Cr5. There is a T dragon at Cl2. The Hoard is at BL6. The Small Campfire, the Woodfolk, & the Bashkars are at NW5. Cr6 has the Cairns. Two small treasures are abandoned at the Inn. Large Campfire is at LW4. Lost City is HP5 with the Vault, the Lair and a T dragon. The Shrine & a six-pack of spear goblins is at HP4. The Statue is at On2. A giant is at Cr6. Four axe-goblins are in HP5. Bennie has the Flowers of Rest (GOLD, rest all * lose rest of turn) at Cr5.

ADVANCED CIVILIZATION (continued from p 1b)

Was the article meant to inflame and enrage all of you against me? Yes, W!

It was trying to get your attention. Did it? Oh, yeah, when I get a sudey bomb, I got it! I am hoping for all of us to actually stop fighting. It's time for peace.

ADVANCED CIV is still more an economic game than a war game--that's what the box cover says anyway. War isn't good for anyone. I am content with my 7 cities; anymore will probably get trashed or attacked. As a conciliatory note, I offer anyone who can reach Tyre may use that as a city site as my olive branch. I have been trying to get everyone to trade with everyone else. If you guys want to attack one another go ahead. I can't stop you. I've been trying to punish the warriors of our group with the secondary effects of the disasters I've gotten. Isaria was the unlucky recipient as both of us were trading two disasters to each other and not knowing what was going on. Let Lightstone, a gamer from around here, actually won a game of ADV CIV by saying, "I'll take your disaster, but, you have to give me a good deal for it." So guys, go ahead and attack at will if you want to. I was just trying to show that the way to win this game is through peace not war. Doesn't the Bible say: "Blessed are the peacemakers for they shall be called the Children of God?" (Matt 5:9).

BABYLON: Now that I'm off my soapbox, we need Spice, Resin, Bronze, I have Iron and Salt to trade and probably one of everything else depending on how all the cards shake out. Does anyone care to trade?

By the way, everyone, as another olive branch to you, "Famine" will be coming up this time as every disaster from 2-5 came up last turn.

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(Opp. A12C)

(Opp. A1E)

(Opp. A1)

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